



Character \_\_\_\_\_ Player \_\_\_\_\_  
 Race and Class \_\_\_\_\_ Level \_\_\_\_\_ Alignment \_\_\_\_\_  
 Appearance \_\_\_\_\_

TOTAL EXPERIENCE \_\_\_\_\_  
 XP Needed for Next Level \_\_\_\_\_

SCORE	ABILITY	MOD	MOD+½ LVL	RACE	LEVEL
	STR				
	DEX				
	CON				
	INT				
	WIS				
	CHA				

**HIT POINTS**

Current Hit Points \_\_\_\_\_ Temporary Hit Points \_\_\_\_\_

Bloodied: \_\_\_\_\_

Surge Value: \_\_\_\_\_ Surges/Day: \_\_\_\_\_ Healing Surges: \_\_\_\_\_

Second Wind      Death Saves

SCORE	DEFENSE	10+½ LVL	ABILITY	CLASS	MISC
	AC				
	FORT				
	REF				
	WILL				

IMMUNITIES, RESISTANCES, AND OTHER SPECIAL DEFENSES

INITIALS

INIT	TOTAL	DEX	½ LVL	MISC

SPEED	TOTAL	BASE	ARMOR	MISC

SPECIAL MOVEMENT

ACTION POINTS

**SKILLS**

	BONUS	½ LVL + ABILITY	TRAINED	MISC
Acrobatics	DEX			
Arcana	INT			
Athletics	STR			
Bluff	CHA			
Diplomacy	CHA			
Dungeoneering	WIS			
Endurance	CON			
Heal	WIS			
History	INT			
Insight	WIS			
Intimidate	CHA			
Nature	WIS			
Perception	WIS			
Religion	INT			
Stealth	DEX			
Streetwise	CHA			
Thievery	DEX			

LANGUAGES

RACIAL FEATURES

**ATTACKS**

	ATTACK BONUS	½ LVL	ABILITY	PROF	CLASS/FEAT	MISC	DAMAGE	DAMAGE BONUS	RANGE	SHOTS	NOTES

COMBAT MODIFIERS AND SPECIAL ATTACKS

FEATS

CLASS FEATURES, PATHS, DESTINY FEATURES

